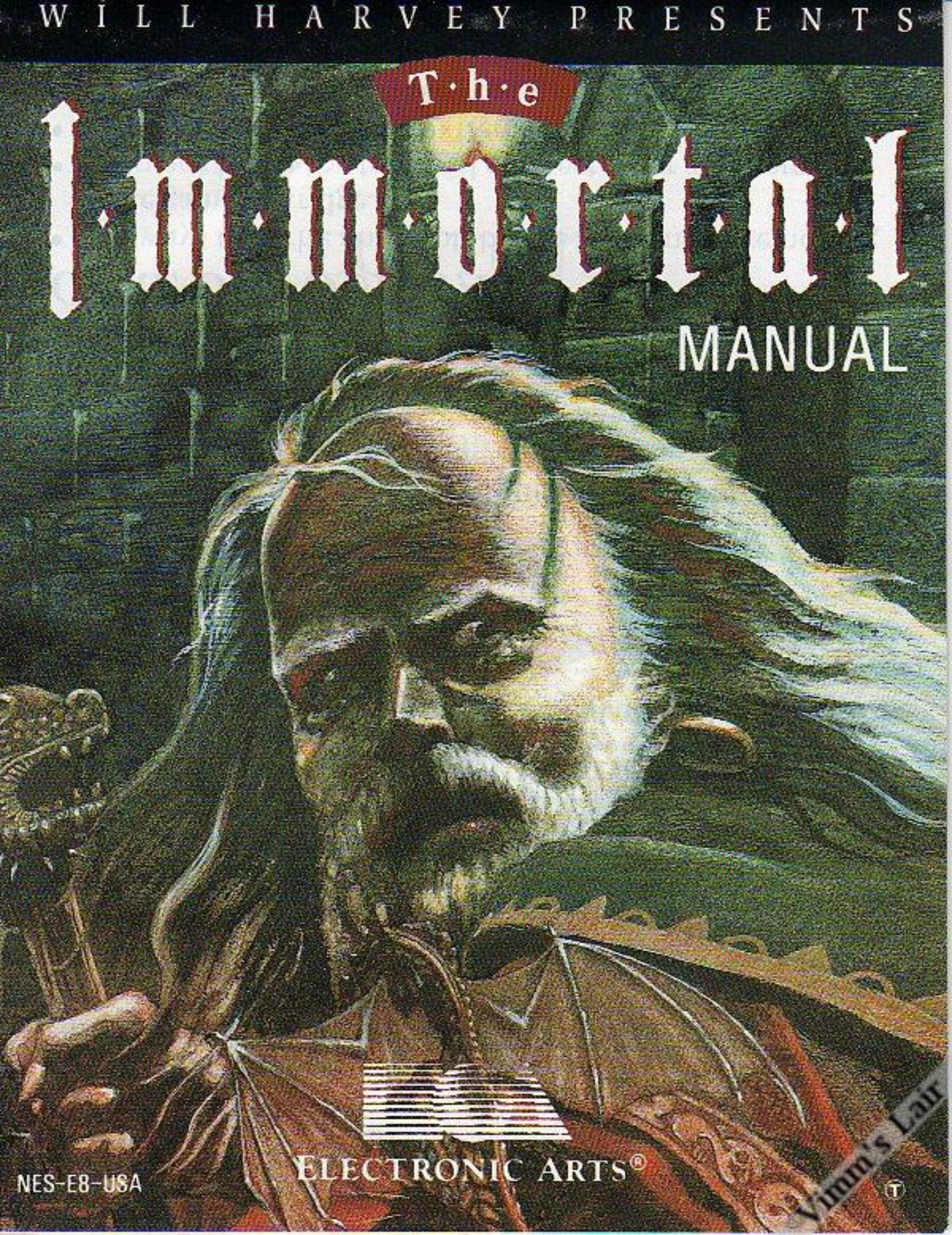
WILL HARVEY PRESENTS

# The Immortal

## MANUAL



ELECTRONIC ARTS®

NES-E8-USA

Vimm's Lair

## *The Immortal*™

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## *CARE OF YOUR GAME*

- Always turn the power off before inserting or removing the game cartridge.
- Do not touch the terminal connectors or get them wet.
- Protect your cart from extreme temperature conditions.
- Do not hit, drop, or take your game cartridge apart.
- Do not clean the game cartridge with alcohol, thinner, benzene, or other solvents.

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The morning sun heats the jagged peaks as you follow the forgotten road down to the valley floor. The bleached ruins of great columned temples and towering citadels rise from the grassy plain like the bones of some colossal beast. Surely this was the ancient city of Erinoch, destroyed by dragon's fire over 1000 years ago. Mordamir spoke often of this city...

Mordamir! Your teacher in the arts of wizardry! Surely he visited the fabled Labyrinth of Eternity buried beneath the ruins of Erinoch! Perhaps this is where you will once again come face to face with your long lost master...

# How to Begin Your Quest

1. Make sure the power switch is OFF.
2. Insert your IMMORTAL cartridge into your NES as described in your NES control deck manual.
3. Turn the power switch ON. The title screen will appear, and then you can watch a demo of THE IMMORTAL. When you're ready to play, press button **A** or **B**.

**Press Button A or B to Start the First Level**

To start the first level, press button **A** or **B** when the box is over **end**.

**Starting Where You Left Off**

There are many levels in the dungeon. Every time you complete a level, you'll get a string of numbers and letters called



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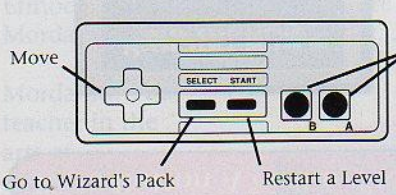
a *certificate*. You can enter a certificate to start where you left off. See page 8, *Restarting a Level*.

***REMEMBER! Always Write Down Your Certificates!***

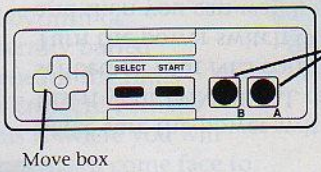
## Using Your Controller

### Basic Functions

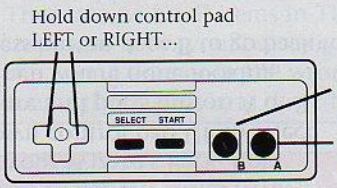



- Cast fireballs
- Get out of pit traps
- Fire button for special spells

### In the Wizard's Pack



### Combat



* Press just button B to jab.

## The Action Begins Immediately!

**Vitality**
Vitality measures that special spark that keeps you healthy and strong. You lose Vitality whenever monsters or bats inflict damage on you. When your vitality runs out, the wizard dies.

**You Have Three Lives To Get Through Each Level**
In each level of the dungeon, you have three lives to complete the level. If the wizard dies three times, you have to start over at the beginning of the level.



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## Casting Fireballs

The labyrinth is a home for vicious vampire bats. The bats will suck Vitality from you if you're not careful! You can protect yourself by casting fireballs at the bats. To cast a fireball, press button **A** or **B**.

Cast fireballs at bats!

*Fireballs only affect flying creatures.*

## Looking Through Your Wizard's Pack

You always have a Wizard's Pack to carry important items. To look at the items in your Wizard's Pack, press SELECT.

You can see up to three items at a time — but you may have more than three items in your pack. To see any other items in your Wizard's Pack, hold down control pad UP to select **more** and press button **A** or **B**. When you're done looking, press button **A** or **B** to go back to the action.

***Pick Up Every Item You Come Across!***
There are no "bad" items in THE IMMORTAL. Some items can harm you, but only when you use them at the wrong time or in the wrong place. Always search rooms thoroughly and don't leave any items behind!

## Using an Item From Your Wizard's Pack

To use an item, press SELECT. Hold down a direction on the control pad to move the box to an item, then press button **A** or **B**. Most items can only be used once and then they're gone — so be careful where you use them!

***IMPORTANT! Don't Drop Items You'll Need Later!***
Sometimes you need to set certain items down in order to use them — for example, you may *use* certain GEMS by setting them on the ground. But watch out! If you set an item down in the wrong place, make sure you pick it back up before you leave or you won't find it in your Wizard's Pack!



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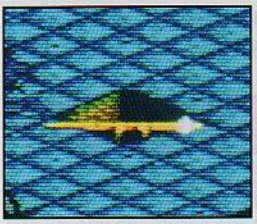
## Pausing the Game

If you need to pause the game, press SELECT to bring up your Wizard's Pack. When you're ready to go back to the action, press button **A** or **B**. REMEMBER! You can't pause during combat!

## Beware of Pit Traps!

You may be surprised when the floor unexpectedly vanishes beneath your feet and you're left hanging above rows of iron spikes! Fortunately, there's always a chance of getting out. To swing out of a pit trap, press button **A** or **B** *quickly and at a constant pace*. DON'T BE ERRATIC when you're pressing the button or you'll fall to your doom!



If you fall in...

...swing out!



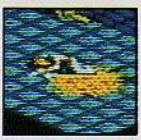
## Climbing Up and Down Ladders

To get up or down a ladder, just move the wizard up to it — he'll automatically climb or descend. Be careful going *down* ladders — move the wizard only to the side of the opening with the ladder on it or he'll fall.

Approach openings from this side.

## Sleep on the Straw

Piles of straw provide comfortable, SAFE places to rest. To sleep, move onto the straw and just stand there. After a moment, you'll lie down and go to sleep. PAY CLOSE ATTENTION TO YOUR DREAMS!



## Completing a Level of the Labyrinth

Whenever you complete a level, you get a certificate. WRITE DOWN YOUR CERTIFICATES AND KEEP THEM IN A SAFE PLACE. If you quit playing THE IMMORTAL, you'll need the certificate later so you can start on the level in which you left off.



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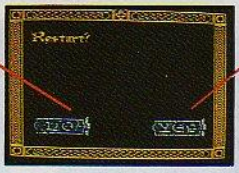
Press button **A** or **B** to begin the next level...

...OR quit and start the next level some other time using the certificate!

***Only Useful Items Go with You to the Next Level***
Some items only function on a particular level. Before you descend to the next level, the magic of the labyrinth will remove any items you don't need from your Wizard's Pack.

## Restarting a Level

Select **NO** if you change your mind and want to continue where you left off.




Select **YES** to restart a level.

To restart a level, press START.
If you select **YES**, you can restart the level you're currently on or you can go to any other level you have a certificate for.



### Restarting the Level You're Currently On

To restart the level you're currently on, press button **A** or **B** when the box is over **end**.

### Restarting Another Level

To restart a different level from the one you're currently on, you have to enter your certificate for that level. Use the control pad to move the box to a number or letter, then press button **A** or **B** to select it. Select **del** if you made a mistake and need to delete numbers or letters. Once you've correctly entered your certificate, move the box to **end** and press button **A** or **B**.

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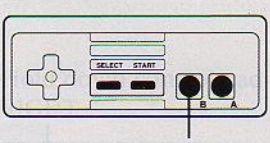
# Combat

When a monster attacks, you must fight until one of you wins. Reduce the monster's Vitality to zero or you'll lose a life!

## How to Attack

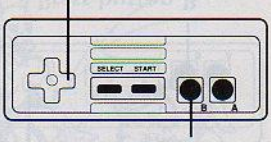
Jab




Press button B

Forehand Slash

Hold down control pad RIGHT




Press button B



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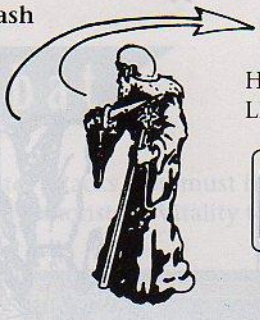
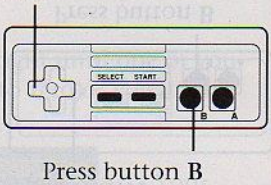
**Backhand Slash**



Hold down control pad LEFT




Press button B

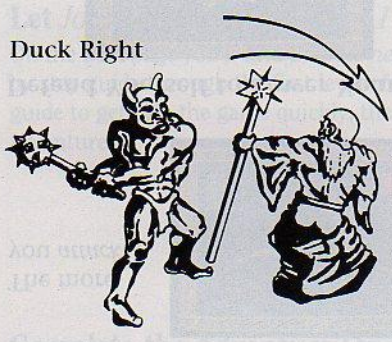
***Vary your attack!***
Never do *just* one kind of attack. Use combinations — jab, backhand slash, jab, forehand slash, etc.



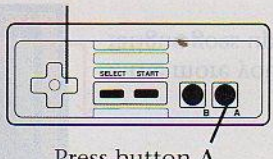
## How to Duck

You can duck your opponent's blows. The trick is to lean *away from* the monster's swing so you don't take damage.

**Duck Right**



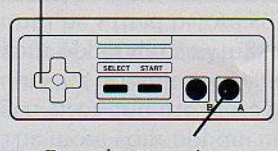
Hold down control pad RIGHT




Press button A

**Duck Left**

Hold down control pad LEFT




Press button A

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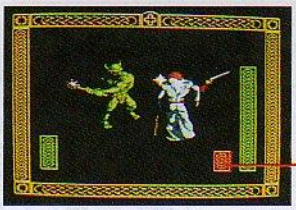
***Duck to Tire Out Your Opponent***
The more your opponent swings at you, the faster he gets tired and the more his Fatigue goes up. But ducking doesn't tire *you* out. A good strategy is to duck your opponent's swings and let his Fatigue rise. Wait until he's tired before you make your attack.

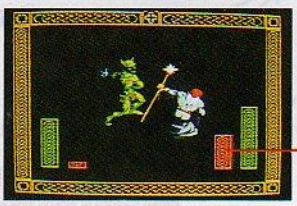
**Fatigue Slows Down Your Attacks!**
As your Fatigue goes up, you slow down. It takes you longer to swing when you're tired...and that gives your opponent more chances to hit you!

The more you *attack*...



...the more your fatigue goes up!

**Defend Yourself to Lower Your Fatigue**



Not attacking makes your fatigue go down!



# NOW YOU'RE READY TO START THE GAME!

## Let *Journey Through Level 1* Guide You

On the next page you'll find the *Journey Through Level 1*, a step-by-step guide through the first level of the labyrinth. Read the guide to get into the game quickly, then use your wits to finish the adventure.

**OR**

## Complete the Adventure On Your Own!

You can certainly explore Level 1 without reading further. However, here are some general hints that might improve your game:

- Explore every room thoroughly.
- Pick up every object you can. Every item in the dungeon has a use.

**The Codex of the Serpent**
In the back of this manual you'll find the *Codex of the Serpent*, a notebook left behind by your lost teacher, Mordamir. Look through the *Codex* when you need hints to help you solve a mystery.



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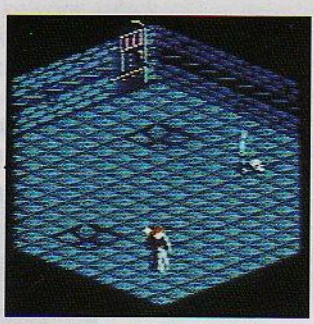
# Journey Through Level 1

You've just entered the labyrinth. You're standing in the antechamber of the first level. You see a skull, a candle, and some strange pits in the floor. The only way to know what these things are is to go up and examine them.

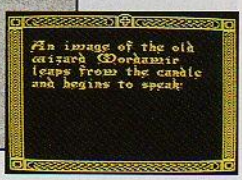


## Approach the Skull and Candle

An image of Mordamir will appear and speak to you. Who is Dunric? Maybe Mordamir mentions him in the *Codex of the Serpent* (the next section in this manual).

***Read Every Message You Come Across***

Messages like this give you important clues that will help you solve the mysteries of THE IMMORTAL. It's important that you READ EVERY MESSAGE that appears!




**What Are These Strange Squares, Anyway?**

Much of the fun of THE IMMORTAL is exploring the labyrinth. If you want to know what happens when you use a certain item, go in a certain room, or stand in an odd place, just try it.

## Go Through the Door

To go through the door, just move up to it — you'll automatically open the door and pass through.

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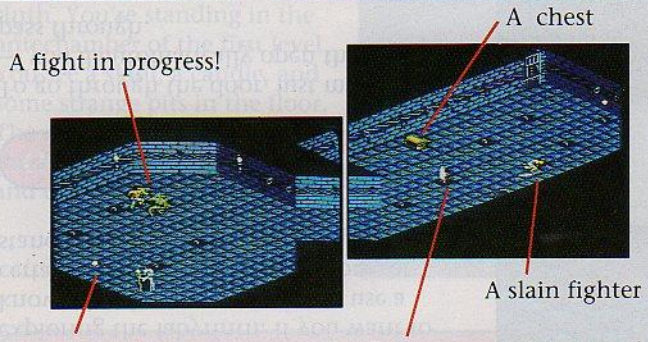
***Not All Doors Are Unlocked***
This door is unlocked, but other doors in the game will be locked. If a door is locked, a message will appear telling you whether you have the key or not. Sometimes you'll have to find a certain key before you can open a door.

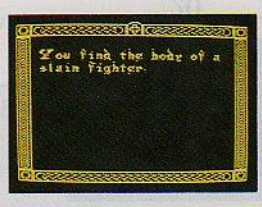



## Search the Slain Fighter

A slain fighter is lying in the lower right part of the room. Go over and see what useful items he may have dropped.

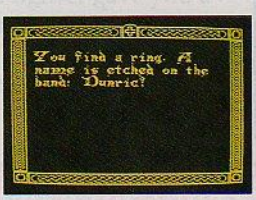


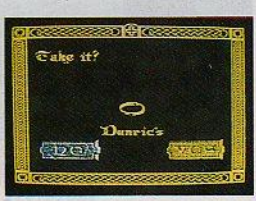
Search for possessions. Hold down control pad RIGHT to highlight **YES**, then press button **A** or **B**.



***Always Search for Items***
You can search for items just by moving the wizard to the area you want to search. If there is anything of interest in the area, a message will appear telling you what it is.

Pick up DUNRIC'S RING. Hold down control pad RIGHT to highlight **YES**, then press button **A** or **B**.




## Help Out a Fellow Human

There's a scuffle going on in the left part of the room. A goblin is attacking a human! Go help him.



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The goblin won't want you interfering in the fight and will attack you. This is your first combat!

### *Remember How to Fight?*

To duck, hold down control pad RIGHT or LEFT and press button **A**.

To jab, press button **B**.

To slash, hold down control pad RIGHT or LEFT and press button **B**.

## Talk to the Warrior

To talk to the warrior, just move up to him.

The warrior will give you a key you can use to open the chest.

> ***Making the Text Scroll Faster***
> If you want to make the text scroll faster, hold down button **A** or **B**. But don't do this the first time you read a message!

## Open the Chest

Go to the chest in the middle of the room. The fighter gave you a key, so you'll have no problem with the lock. Open the chest and take all the items in it.

## Exit Through the Upper Door

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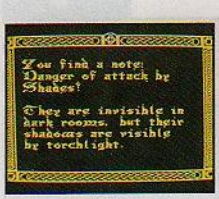
## Fight the Two Goblins

The first goblin will attack you immediately. It's combat time again!

The lieutenant is guarding the chest and won't attack unless you come too close. You need the items in the chest, so approach the lieutenant and get him to attack.

## Search the Lieutenant

You'll find a note on the lieutenant's body warning you about shades.




Read the note.

Search the body.

Take the key.



## Get the Charm Spell From the Chest

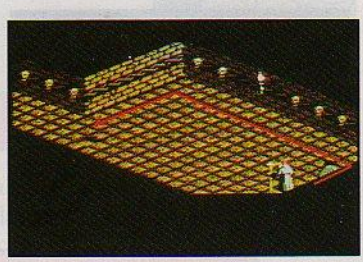
Open the chest.

Take the 50 gold pieces.

Pick up the BOTTLE and the CHARM SCROLL before you leave the room.

## Dodge the Poison Arrows

There's a safe path through part of this room. The last stretch will take some artful dodging!





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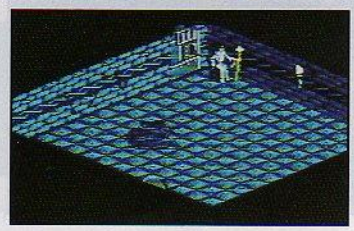
## There Are Pit Traps in This Room!

Move along the upper wall and then down the left side to get to the other door.



***Remember How to Get Out of a Pit Trap?***
You need to react quickly when you fall in a pit trap. The trick is to swing out before your staff breaks. As soon as you fall in, press button **A** or **B** *quickly but at a constant pace.*

## Pit Traps *and* Shades in the Next Room!

The pit traps are the *least* of your problems in this dark room. There are invisible shades that prey on wizards. What you need now is some light so you can see the shades.



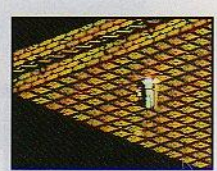
### Use a FIREBALL to Light the Torch

Move until you're up against the upper wall. Now shoot a fireball to light the torch.

Now you can see the shadows of the shades. Stay clear of the shades! They're deadly!

## Pick Up the AMULET

On the left side of the room is an AMULET. Pick it up and then make your escape through the lower door. Remember, there are pit traps!



## Hold the AMULET Up to the Light

In the right side of the room a small beam of sunlight is peaking through a thin crack in the dungeon wall. Once every 1000 years, the beam of light falls on the jewel set in the stone floor, which opens a trap door that leads to the



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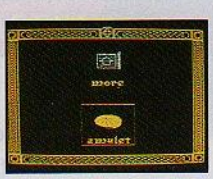
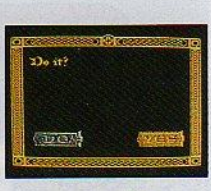
lower levels. Right now, you'd have to wait 777 years for the light to activate the trap door.

Fortunately, you have something to reflect the light onto the jewel so that the door will open!

Move the wizard to the beam of light.




Press SELECT to bring up your inventory. Select **amulet**.




Select **YES**.

## Don't Read the Runes!

Reading the runes is NOT a good idea. You'll find out why later.

## Go Down the Ladder

Now climb down the ladder. Get ready! There's one more goblin you have to fight before you're done with Level 1!



## Good Luck!

You're on your own now. MORDAMIR AWAITS YOU!

1. **Get items from the slain fighter.**
2. **Help out the fighter.** Defeat the goblin, then talk to the man.
3. **Get items and treasure from the chest.**
4. **Slay the goblins and search for valuables.** Open the chest, too.
5. **Avoid poison arrow traps!**
6. **Don't fall into a pit trap!**
7. **Light the torch with a fireball.** Pick up the amulet but keep away from the shades and pit traps!
8. **Hold the amulet up to the light.** Don't read the runes, though.



Vimm's Lair

# The Codex of the Serpent

## Level 1

I, Mordamir, Wizard of the Crimson Keep, wrote these notes to explain the mysteries of this dark labyrinth. Today I go forth to explore the dragon's lair. I hope my wits are keen enough to escape her cunning again! Thus I leave these words for any who come after me. May they keep you from an untimely end in this forsaken place!

Vimm's Lair

Dunric — my faithful student in the art of wizardry — will be the first to come looking for me. He's often accompanied by Erek, a fighter.

Ulindor, my servant and bodyguard.

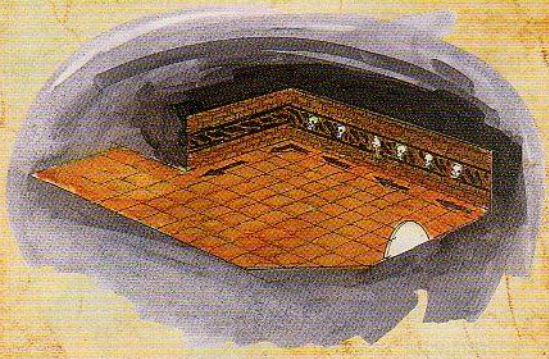
Upper levels — a tribe of primitive creatures known as goblins. Hostile to strangers, but seem to possess reason, intelligence, some ingenuity with tools.

The tribe goes by the name of Druul. Their king is Gresh the Wise.

The goblins are currently at war with a more hostile and powerful tribe of creatures known as trolls. Both sides desperately seek control over the upper levels of the dungeon. Perhaps a show of force would convince one of them that wizards make better friends than foes...

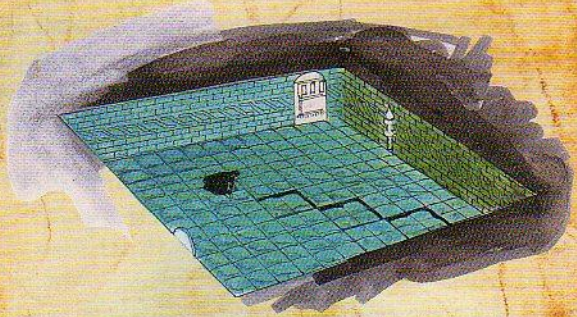


Vimm's Lair



A safe path past the arrows. I got this far before I set off the trap.

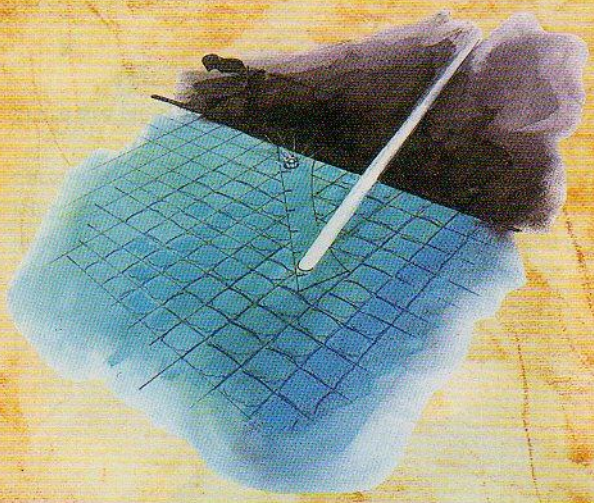




Danger! Pit traps

In the dark room that follows are deadly creatures, invisible to the eye. Only their shadows can be seen in the light. Keep a torch lit and watch their movements carefully. They move quickly!

There are pit traps in this room as well.



Riddle of the Sun

Deep in immortal Dragon's Lair
Once in one Millenium
The Portal opens to the Stair
When a single Gem greets the Sun

Mechanism tripped every thousand years by light.

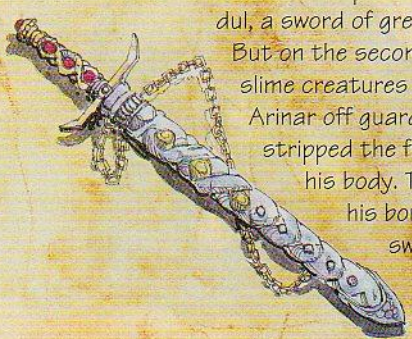
Something shiny...



# Level 2

"... After two days of bitter combat, Arinar the Elven Lord escaped the enemy, but through his veins ran a fatal poison, drawn from the keen edge of the Shadowlord's blade. Arinar fled over the high mountains to the ruined city of Erinoch, where he entered the Labyrinth in search of the fabled Water, said by many to heal even the deepest wounds.

"Deep in the chilly caverns of the forgotten Labyrinth, the Elven Lord searched desperately for the Fountain, slaying the evil minions that dwell in that dark place with Solondul, a sword of great might. But on the second day, foul slime creatures caught Arinar off guard and stripped the flesh from his body. To this day his bones and sword lay there still..."





Vimm's Lair

Legends have told of wayfarers being attacked by Will O' The Wisps. I reckoned such stories were the products of childish imaginations, but now I have seen these hateful creatures with my very eyes. I know little of their nature... Are they intelligent? Perhaps they are disembodied spirits of some sort, or maybe creatures of the elements. In any case, they are extremely dangerous — they despise the living and eagerly attack mortal flesh.

Maybe I can devise a spell to bring them under my control...



Spores. The goblins sometimes use them as a kind of weapon. When planted in soft dirt, these spores produce mushrooms that grow to waist height in a matter of seconds. The full grown mushrooms immediately fire more spores in a radius of 30 feet. The spores, it must be added, are deadly to humans, goblins, and trolls. The goblins typically carry them in sacks to protect themselves.

Can be recognized by their strong, sickening smell.



Vimm's Lair

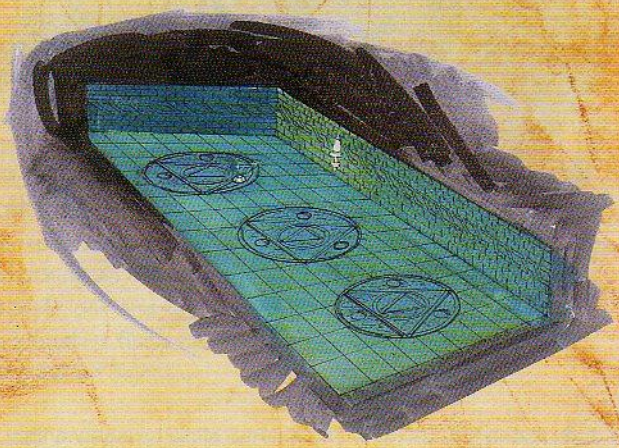
Years ago, when sorcerer's towers stretched toward the heavens and the Halls of Wizardry protected the knowledge of the spheres, the city of Erinoch had need of locksmiths. The most cunning locksmith, I recall, was a dwarf by the name of Lindli. His locks never involved anything as boring as a simple lock and key. Lindli's mechanisms required the unusual — finely crafted gems, beams of light, paces around an object...

Lindli prospered while serving the wizards of Erinoch. But when the dragon came over 1000 years ago, his house was destroyed and his family perished in the flames. Lindli went quite mad after seeing the beast devastate his dreams, and he cursed the wizards who unleashed the dragon's wrath. He vowed to seal off the labyrinth forever so that men would no longer seek the Water...

The magic dust can be thrown to make an irritable old fool your friend.



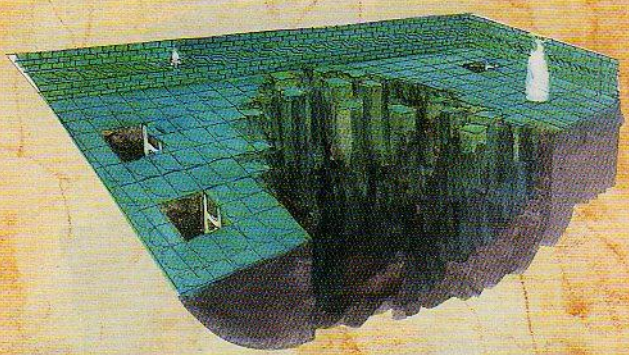
Vimm's Lair



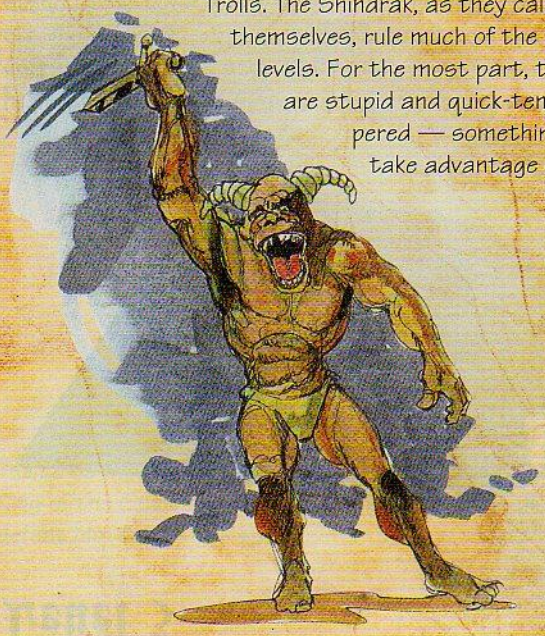
The gems must be dropped in the holes. Gresh the Wise, King of the Goblins, knows the combination. One must defeat him before he'll speak.



# Level 3

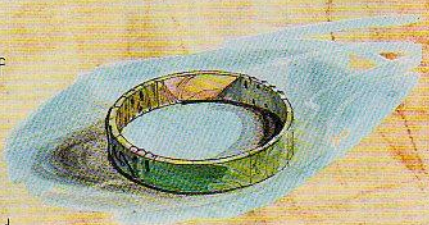


Only the fierce might of an angry dragon could split the earth and form this deep chasm. The crack cannot be crossed by rope — the brisk winds rising from the dragon's lair make it too dangerous! The only way across is a magic gate — a teleport mechanism — hidden in one of the rooms below. The shaft of light on the other side is where the magic gate leads.



Trolls. The Shindrak, as they call themselves, rule much of the lower levels. For the most part, they are stupid and quick-tempered — something to take advantage of.

A troll will throw his ritual knife only when he wants to challenge another troll to combat. It would be good to throw the ritual knife in a room with two trolls.



Proteus, a god of the sea, was a master shape-changer who could travel disguised as fire and wild boars. This ring was forged by Proteus when the earth was young. It allows the wearer to take on the form of a goblin. Beware! The wearer must keep his distance from others or the illusion will be dispelled — and some are too wise to believe its charms!



Vimm's Lair

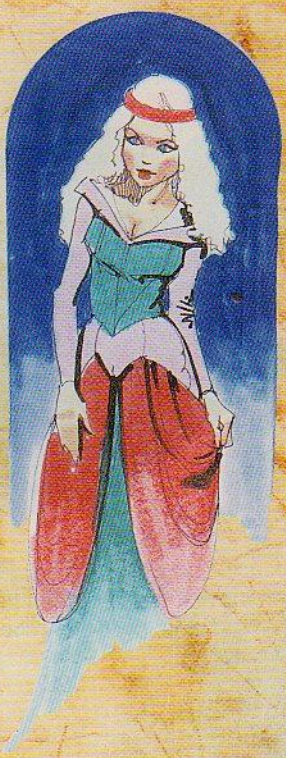
Troll bomb. One whiff of these devices and trolls are paralyzed.

Red gems look best in green light.



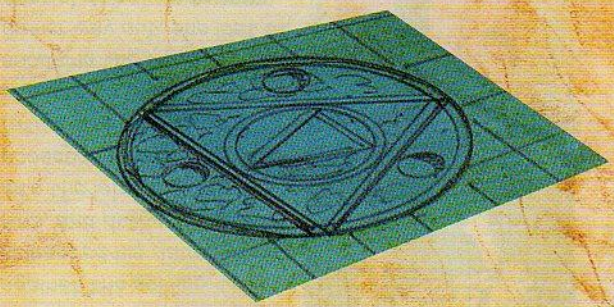
# Level 4

When Dunric interfered with the trolls' battle against the goblins, they kidnapped his daughter, Ana, and dragged her into the labyrinth. As she possesses some of her father's skill in sorcery, she had no trouble escaping the trolls. But on her way out, she lost a special ring given to her by her father.





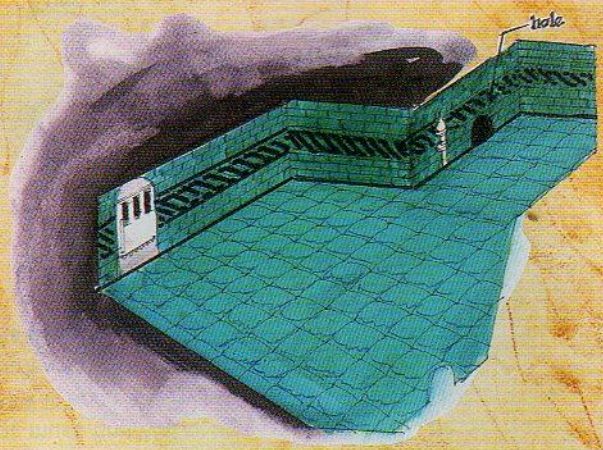
Vimm's Lair



Some rings are never worn on the body.



# Level 5

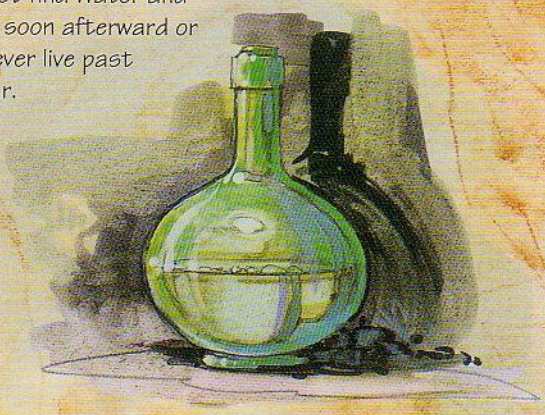



Many mice but fewer men can pass through a crack in the wall. A merchant might sell you the means.



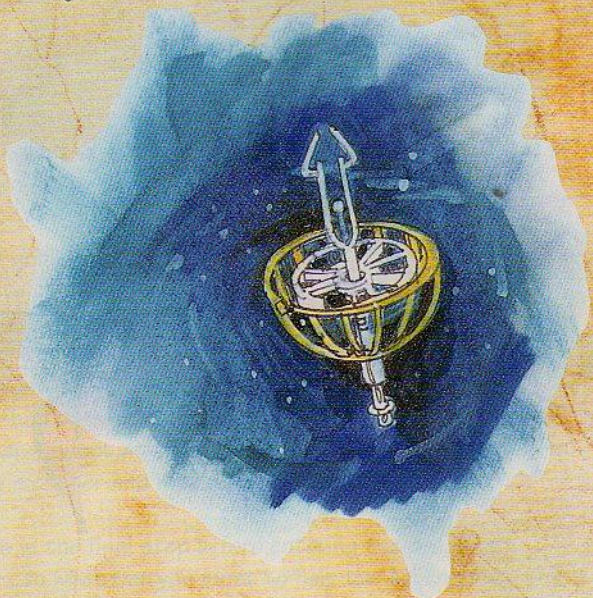
Vimm's Lair

The potion transforms and poisons you at the same time. You will benefit from its power to shrink you, but you must find Water and drink it soon afterward or you'll never live past the hour.



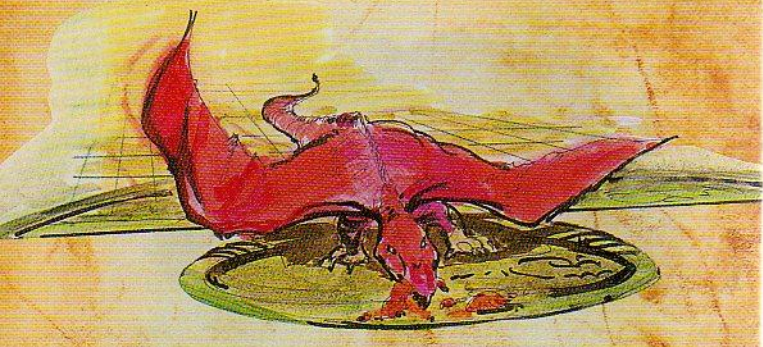


Worm sensor. The faster it chimes, the greater your danger.





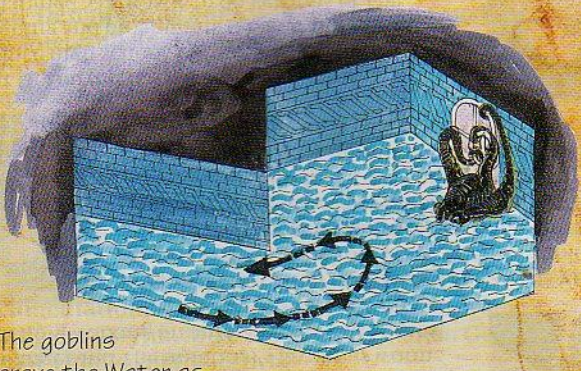
Vimm's Lair



The weight of one will open the way. Set down food and a flying lizard could hold the door.



# Level 6



The goblins crave the Water as much as men, but a horrid water creature guards the way! If the water monster were distracted long enough, the goblins could open a gate and the creature would be washed away into the deepest underground sea. Only a wizard, adept at sailing, stands a chance of distracting the monster and making his escape.

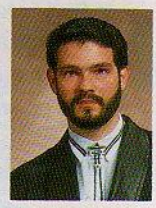
This is the final step before entering the dragon's lair...do whatever you must to help the goblins open the way. Your journey is almost complete — perhaps we will stand together against the dragon!



Vimm's Lair

## Sandcastle Biography

After writing Music Consturction Set™, **Will Harvey** founded Sandcastle, which has produced the wild mini-golf game, Zany Golf™, and now The Immortal™. Will is working toward writing the first interactive film. "It's more like a ride at Disneyland," he explains cryptically. Will is a Ph.D. student in Artificial Intelligence at Stanford University.



**Ian Gooding**, a native of Jamaica, studied character animation at Cal Arts. Last year, he collaborated with Will on Zany Golf. Ian's unparalleled attention to detail is obvious in such stunning animation as Zany Golf's bouncing hamburger and The Immortal's ravenous worm. Ian is now working on animated films at Disney.

**Michael Marcantel** was trained at Cal Arts in film graphics. After his school years, Michael applied his talent to projects ranging from sign painting to film making. One year ago, he joined Sandcastle to work his magic on The Immortal's graphics. Michael is now in Brazil visiting friends and studying the local color.

**Brett G. Durrett** has been programming computers since high school. He quickly got involved in designing and programming computer games. Brett joined Sandcastle to do versions of The Immortal and Zany Golf. Brett spends most of his free time buying small rodents and complaining about his hair.

## Credits

**Game Design:** Sandcastle: Will Harvey, Ian Gooding, Michael Marcantel, and Brett G. Durrett
**Software:** Will Harvey
**Graphics:** Ian Gooding and Michael Marcantel
**Music:** Rob Hubbard
**Producer:** Don Traeger
**Associate Producer:** Jim Rushing
**Assistant Producer:** Happy Keller and Jon Horsley
**Product Manager:** Christopher Thompson
**Art Director:** Nancy Fong
**Package Art:** Gerald Chin
**Documentation:** David Luoto and Jennie Maruyama
**Testing:** Ed Gwynn, Mike Wallis, and Orlando Guzman
**Special Thanks:** Bill Stansfield

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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
*How to Identify and Resolve Radio — TV Interference Problems.*
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402,
Stock No. 004-000-00345-4.

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If you need to talk to someone about The Immortal, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

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## ⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

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